Rescued from certain death . . . for a fate worse than death!

Graeme Davis presents a gripping solo adventure for both Fighting Fantasy and Dungeons & Dragons.

It was a bad idea from the start. Even though you were penniless and starving, you should have known better than to try stealing from a fat merchant. Fat merchants get fat by making very, very sure that no-one gets away with stealing from them. You stand silently in the courtroom, thinking about the injustice of life in general. When you came in from your last adventure laden with gold and gems, you were everybody's friend. When the money ran out, no-one wanted to know you. Now you'll either hang or lose your right hand – a death sentence in either case. An adventurer shouldn't die on the end of a rope or starve as a crippled beggar.

The brooding silence is broken unexpectedly as a thin, robed man with a short, tangled heard rises to his feet in the public gallery. The court stirs in surprise.

'The court recognises the Guild of Magicians,' says the magistrate, with a hint of unease in his voice.

'May it please the court,' says the wizard in a surprisingly powerful voice. 'The Guild requests the life and person of this prisoner.'

Your heart sinks. Just when you thought things couldn't get any worse. No-one knows what happens to prisoners claimed by the Magicians' Guild, but you can make a few guesses. They might grind your liver up for one of their potions, or sell your soul to a demon – suddenly the idea of hanging doesn't seem so bad.

'The request is granted,' intones the magistrate. 'The prisoner is to be conveyed to the Magicians' Guild under escort.' A murmur runs through the court as the guards lead you out . . .

'Well, you might look a little more cheerful,' says the wizard when you are delivered to the Guildhouse. 'I offer you a chance of life.' He chuckles at your look of suspicion, and carries on.

'Just over a century ago, there was a wizard in this Guild whose name was Galthazzeth. His interest was in making magical crossbreeds, but he went too far and tapped the very root of Chaos. He was expelled from the Guild. Now we have discovered that he has occupied an abandoned mine in the edge of the mountains, whore he is breeding an army of his abominations, to conquer the land and avenge himself on the Guild.

'His lair is well guarded, and none of the wizards sent to deal with him have returned. Perhaps a warrior may have a better chance. Your life is already forfeit, so you have nothing to lose – and a chance to regain life and freedom. What do you say?'

You eye the wizard with distrust.

'And if I double-cross you and make a run for it?' you ask. The wizard laughs, rather unpleasantly.

'We have ways of tracking people magically,' he says. 'And some of our preparations require ingredients, such as human hearts taken still beating from the donor's body . . .' His voice trails off significantly.

'You give me little choice,' you say. 'Where is this Galthazzeth?'

'You will he given full directions,' smiles the wizard, 'once you have equipped yourself.'

INTRODUCTION

This exciting solo adventure is suitable for use with both the standard *Fighting* Fantasy rules, and the popular *Dungeons & Dragons* system. You may play using either set of rules. We have, as usual, included the rudiments of the Fighting Fantasy rules; you will also need 2 ordinary dice, a pencil and an eraser. To play it with the Dungeons & Dragons rules you will require the Basic Set (Set 1), a pencil and an eraser.

USING DUNGEONS & DRAGONS RULES

If you are using the Dungeons & Dragons rules, you should roll up a first or second level Fighter, according to the rules given in the Basic Set. Equip him or her with a sword and a shield (which style you choose is up to you, determined of course by your initial money roll); you also have a back-pack, which holds a small supply of food and drink for your trip. In the text which follows, all special D&D material will be presented thus – ***D&D:*** *various special rules.*

Recovering Hit Points

Towards the end of your adventure, as you near your goal, you may find that your *Hit Point*s are falling dangerously low. There are two ways of restoring them.

POTIONS: The kind members of the Magicians' Guild have given you three doses of a *Potion of Healing*, which you may take at any time during your adventure to restore 2–7 Hit Points (see p43 of the Dungeon Master's Manual).

PROVISIONS: The food and drink you have been given is good for five separate meals. When the text tells you, you may sit and rest, and cat one portion of your Provisions. Eating a meal restores 4 *Hit Point*s. Remember that you have a long way to go, so use your Provisions wisely!

USING FIGHTING FANTASY RULES

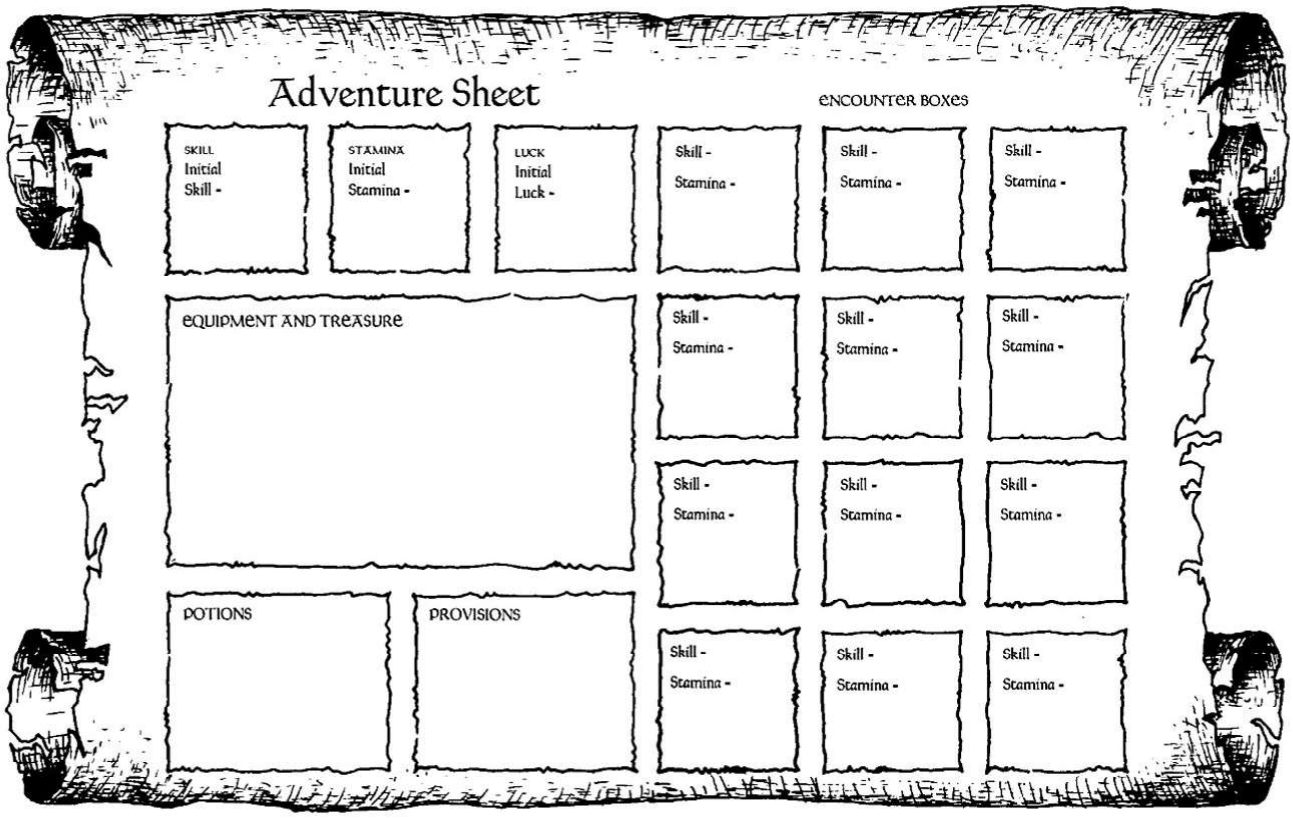
Before embarking upon the quest against Galthazzeth, you will need to know more about yourself. You should first of all roll to determine your initial SKILL, STAMINA and LUCK scores. There is an Adventure Sheet here which you can use to record the details of your quest.

SKILL: This reflects your swordsmanship and general fighting expertise. Roll one die; add 6 to this number and enter the total in the SKILL box on the Adventure Sheet.

STAMINA: Your general health and fitness, your determination and your will to survive are all reflected in this score. Roll two dice; add 12 to the number rolled and enter this total in the STAMINA box.

LUCK: This simply indicates how naturally lucky you are. Luck – and magic – are facts of life in the fantasy kingdoms you are about to explore! Roll one die, then add 6 to this number. This is your LUCK score; you should record it in the appropriate box on the sheet.

As you'll soon see, your SKILL, STAMINA and LUCK scores will change constantly during an adventure. You should keep accurate record of these scores, and for this reason you are advised to write in the boxes or to keep an eraser handy. However, you must never rub out your *Initial* scores. You may be awarded additional SKILL, STAMINA or LUCK points, but these must never exceed your *Initial* scores.



You have in your possession a sword and shield, and a back-pack stocked with a few provisions (food and drink) for the trip.

Fighting Battles On Your Quest

You will often come across paragraphs which instruct you to fight a creature of some sort. You should resolve the battle in the following way:

First record the creature's SKILL and STAMINA scores in the first vacant Monster Encounter Box on your Adventure Sheet. The scores for each creature are given each time you have an encounter. The sequence of combat is then:

1. Roll the two dice once for the creature. Add its SKILL, score. This total is the creature's Attack Strength.
2. Roll the two dice once for yourself. Add the number rolled to your current SKILL score. This total is your Attack Strength.
3. If your Attack Strength is higher than that of the creature, you have wounded it. Go straight on to *Step 4*. If the creature's Attack Strength is higher than yours, it has wounded you. Go straight to *Step 5*. If both scores are the same, you have managed to avoid each others blows – start the next Attack Round by going to *Step 1* above.
4. You have wounded the creature; subtract 2 points from its STAMINA score. You may use your LUCK here to do additional damage if you wish, as described below. Go on to *Step 6*.
5. The creature has wounded you; subtract 2 points from your own STAMINA score. Again you may use LUCK at this stage.
6. Make the appropriate adjustments to either the creature's or your own STAMINA scores (and maybe your LUCK score too, if you used it).
7. Begin the next Attack Round, by returning to *Step 1*.

This sequence continues until the STAMINA score of either you or the creature you are fighting has been reduced to zero (death).

Fighting More Than One Creature

If you come across more than one creature in a particular encounter, the instructions will tell you how to handle the battle. Sometimes you will treat them as a single monster; at other times you may fight each one in turn. You'll just have to wait and see what happens!

Luck and Its Uses

At various times during your adventure, either in battles or when you come across situations in which you could be lucky or unlucky (details of these will be given in the encounter itself), you may call on your luck for help to make the outcome more favourable. But beware! Using LUCK is a risky business and if you are *unlucky* the results could be disastrous.

TESTING YOUR LUCK: Roll two dice. If the number rolled is equal to, or less than, your current LUCK score, you have been lucky and the result will go in your favour. If the number rolled is higher than your current LUCK score, you have been unlucky, and you will be penalised.

Each time you *Test your Luck* you must subtract one point from your current LUCK score. Thus you will soon realise that the more you rely on your luck, the more risky this will become.

USING LUCK IN BATTLES: You know now how to *Test your Luck*. However, in battles you always have the option of using your LUCK either to inflict a more serious wound on a creature you have just hit, or to minimise the effects of a wound the creature has just inflicted on you.

If you have just wounded your opponent, you may *Test your Luck* as described above. If you are lucky, you have inflicted a severe wound and may take an extra 2 points from the creature's STAMINA score. However, if you are unlucky, the wound was a mere graze and you must restore 1 point to the creature's STAMINA (i.e. instead of scoring 2 points of STAMINA damage you do only 1).

If the creature has just wounded you, you may *Test your Luck* to try and minimise the wound. If you are lucky you have managed to avoid the full damage of the blow. Restore 1 point of the 2 you should have taken. If you are unlucky, you have taken a more serious blow. Subtract 1 extra STAMINA point.

Remember that you must subtract 1 point from your own LUCK score each time you *Test your Luck.*

Restoring Skill, Stamina & Luck

SKILL: Your SKILL score will not change much during your adventure. Occasionally, a location may give instructions to increase or decrease your SKILL score. A Magic Weapon may increase your SKILL, but remember that only one weapon can be used at a time! You cannot claim 2 SKILL bonuses for carrying two Magic Weapons. Your SKILL score can never exceed its *Initial* value unless specifically instructed. Drinking the Potion of Skill (see later) will restore your SKILL to its *Initial* level.

STAMINA: Your STAMINA score will change a lot during your adventure as you fight deadly adversaries and undertake arduous tasks. As you near your goal, your STAMINA level may be dangerously low and battles may be particularly risky, so be careful!

Your back-pack contains enough Provisions for five meals. You may rest and eat only when the options allow you to, and you may eat only one meal at a time. Eating a meal restores 4 STAMINA points. Remember that you have a long way to go, so use your Provisions wisely!

Remember also that your STAMINA score may never exceed its *Initial* value. Drinking the Potion of Strength (see later) will restore your STAMINA to its *Initial* level at any time.

LUCK: Additions to your LUCK score are awarded throughout the adventure when you have been particularly lucky. As with SKILL and STAMINA, Your LUCK score may never exceed its *Initial* value. Drinking the Potion of Fortune (see below) will restore your LUCK to its *Initial* level, and increase your *Initial* LUCK by 1 point.

Magic Potions

Before you leave on your quest, the wizard offers you the choice of one of three bottles of magical potion, which he says will aid you in your quest. You may choose to take one of the following potions:

A Potion of Skill – restores SKILL points.
A Potion of Strength – restores STAMINA points.
A Potion of Fortune – restores LUCK points and adds 1 to *Initial* LUCK score.

The potion may be taken at any time during your adventure; you don't need

a special instruction to take it. The drink will restore the appropriate characteristic to its *Initial* level (and add 1 to it, too, if you take the Potion of Fortune).

Each vial of potion holds enough for two measures. In other words, you may restore the same characteristic twice during the adventure.

THE QUEST BEGINS

Now you are equipped and ready for what lies ahead. The wizard walks with you to the gates of the town. He points to the foothills of the mountains, several days' walk away, and wishes you good luck. You make a few final adjustments to your backpack, set your face in a grim expression, and start walking.

Go to **1**.

1

Following the directions you were given by the Magicians' Guild, you trek too many days through scrubland and then thick forest, until you draw close to the clearing in which the entrance to Galthazzeth's underground lair can be found. A cliff face rises perhaps 200 feet above the forest, to the first of the plateaus which fringe the mountains. From the edge of the clearing you peer cautiously out at the dark entrance to the mine.

FF: Test your Luck; D&D: Save as if versus Poison.

If you are *lucky* (i.e. you make it) turn to **194**.

If you are *unlucky* (i.e. you don't make it) go to **69**.

2

You walk cautiously up to the statue. As you approach, you see that its eyes are made of two large rubies which sparkle in the half-light.

If you wish to take the gems, turn to **101**.

If you examine the racks of implements, go to **57**.

To examine the brazier, turn to **154**.

3

You manage to loosen one stone a little, when suddenly you are struck from behind by a jet of flame – *FF:* lose 2 STAMINA; *D&D:* lose 2 Hit Points. You spin around, to see that the brazier has just ignited itself!

If you carry on prising the stones free, go to **109**.

If you stop and examine the brazier, go to **48**.

4

You have no option but to fight Galthazzeth.

GALTHAZZETH *FF:* SKILL 10 STAMINA 15
D&D: AC 9, HD 5, HP 18, Damage 1–4

If the sorcerer wins two consecutive rounds of combat, go to **28**.

If you win the battle, turn to **174**.

5

Finally the Scitalis dies. Looking around the room, you find that not all the treasure was an illusion – among the bones of past victims you find a jewelled sword and two gems worth 25 gold pieces each. The sword is magical, adding 1 point to your attack chance in combat *(FF* and *D&D).*

There are no other exits, so you must go back down the passage to **42** and choose another route.

6

From your hiding-place, you can hear Galthazzeth shouting orders in a language that you can't understand. Even though the spell failed, your attempt to cast it has given your position away. You grip your sword tightly and stand up, backing against the wall as the Antmen and Zombies close in on you. You are heavily outnumbered, and your position looks desperate.

Roll two six-sided dice.

If the result is 5 or less, turn to **179**.

If the result is 6 or more, turn to **39**.

7

You follow Galthazzeth as he limps through the doorway into a smaller cavern. This chamber is furnished with more work-benches, arranged round three sides of a large rectangular stone tank. As you enter, the wizard is doing something with the equipment on one of the benches. A blue-green spark leaps from the apparatus to the tank, and the yellow-brown substance in the tank begins to stir.

'My children will protect me!' cackles the mad mage, limping out of the chamber down another passage. Before you can follow him, the substance in the tank rears up almost into a pillar, and shoots out a tentacle at you.

CLONE SLIME *FF:* SKILL 4 STAMINA 30
D&D: AC 8, HD 3 HP 24, Damage 1–3

Resolve three rounds of combat, then turn to **196**.

8

This seems to be some kind of store room. It is littered with all kinds of debris, but it is not occupied.

If you search the debris, turn to **21**.

If you shut the door and carry on East round the corner, turn to **42**.

If you shut the door and go back to the west, turn to **170**.

9

You shout a war-cry and lunge at the spectral figure. Do you have a magic weapon?

If you have, turn to **27**.

If not, turn to **133**.

10

The last few Antmen scuttle away from your sword, chattering agitatedly. You and Galthazzeth are left facing each other across the wreckage. The wizard raises one hand to cast a spell.

If you have a spear or dagger, turn to **148**.

If not, turn to **187**.

11

You decide to leave it alone, and go out of the room. Go back to 8 and make another choice.

12

You head south along the passage. After a few paces, you come to a door in the east wall. From the door, you can just make out a crossroads further south.

If you open the door, turn to **75**.

If you carry on to the crossroads, turn to **112**.

13

Your weapon hits Galthazzeth before he can finish casting his spell, and a bolt of blue energy goes crashing harmlessly into the floor. You draw your sword and close with the wizard before he can case another spell.

Turn to **4**, deducting *FF:* 2 points from Galthazzeth's STAMINA; *D&D:* 3 from Galthazzeth's Hit Points.

14

The passage carries on into the darkness. After several yards you come to a door in the east wall.

If you open the door, turn to **75**.

If you continue up the corridor, turn to **198**.
If you go back to the crossroads and try another way, turn to **112**.

15

The stairs lead down to a short passage, which ends in a wooden door. You open the door, and find yourself in a room. There are two Antmen in the room. You have surprised them, and close with the first before it can use its acid spray. Fight the Antmen one at a time.

ANTMAN 1 — *FF:* SKILL 6 STAMINA 8
ANTMAN 2 — *FF:* SKILL 6 STAMINA 7
D&D: AC 7, HD 1, HP 8, 7, Damage 1–6

If you win, turn to **182**.

16

At last the Goblin Shaman dies. A swift search of the body yields a few items of interest – 7 gold pieces, a small leather flask, and a scroll. The flask contains a blue, fizzing liquid which smells vaguely of fish. There is enough in the flask for two draughts – if you drink the liquid at any time during the adventure, keep a note of where you are and turn to **177** to see what happens. The scroll, to your surprise, is written in the human tongue, and seems to be a spell called 'Firestorm'. There is nothing else of interest in the room. What will you do now?

Go out through the north door? Turn to **20**.
Or you can go back to the crossroads at **112** and choose another direction.

17

As you dodge away from the animated whip, a door flies open. Into the room strides a huge and ugly Goblin wearing tattered ceremonial robes. This must he the Shaman who serves the temple as a priest. It barks a few words in the Goblin tongue, and the whip strikes again.

WHIP — *FF:* SKILL 9 STAMINA –
D&D: AC 3, HD 2, HP –, Damage 2–5 (hits on it do no damage)

Resolve this round of combat, then turn to **145**.

18

The wizard skips away from your sword, and makes a gesture with one hand. Do you have an amethyst amulet?

If you have, turn to **90**.
If not, turn to **129**.

19

The door swings open to reveal a room strewn with rubbish and crude furniture. There are three Goblins in the room – one snatches out a sword and charges at you with a barking cry, while the other two jump to their weapons.

If you stay in the doorway, turn to **85**.
If you advance into the room, turn to **94**.

20

You go through the north door, into a large room. It seems to be some kind to temple – there is a statue of a vicious and powerful-looking Goblin, about two metres tall, at the far end, and in front of the statue is an unlit iron brazier. On either side of the brazier stand racks of whips and knives. There is another door in the south wall of the room.

If you have already defeated the Goblin Shaman, turn to **84**.
If not, turn to **2**.

21

FF: Test your Luck; D&D: Save as if versus Poison.

If you are *lucky*, turn to **33**.
If you are *unlucky*, turn to **51**.

22

You carry on down the tunnel. Galthazzeth was heading for something important, or perhaps for a way out – and you want to find out what it is. After a little way, you come to a complex network of caves and passages, like a maze.

Turn to **110**.

23

The amethyst in the amulet glows a bright purple. As the light from the stone falls on the pile of loot, the gold and gems fade away, and you see a large, brightly-coloured snake in their place. You have heard legends of the Scitalis, or Treasure Snake, which uses illusions of treasure to attract victims. The snake doesn't seem to realise that you have penetrated its illusion – it remains perfectly still, waiting for you to come closer.

If you attack, turn to **122**.
If you decide to leave it alone, go back to **42**, and choose another route.

24

You find nothing of interest among the debris. Leave the room, go back to **42** and choose another route.

25

You have surprised the Antman, and you close with it before it can use its acid spray.

ANTMAN — *FF:* SKILL 7 STAMINA 7
D&D: AC 6, HD 1, HP 7, Damage 1–6

If you win, turn to **62**.

26

The Giant Beetle is busy eating, and doesn't seem to be taking much notice as you warily approach it.

FF: Roll 2 dice; if the result is less than or equal to your SKILL score, you have wounded it and may remove 2 points from its STAMINA; if not, your sword skids harmlessly off its tough carapace.

D&D: You may have one automatic strike at the Giant Beetle, before it drops its meal and defends itself.

GIANT BEETLE — *FF:* SKILL 9 STAMINA 16
D&D: AC 3, HD 2, HP 14, Damage 2–7

If you win, turn to **61**.

27

You lash out at the Ghost with your magic sword. Resolve one round of combat.

GHOST — *FF:* SKILL 9 STAMINA 8
D&D: AC 7, HD 2, HP 10, Damage 1–3

If you win the round, go to **67**.
If the ghost wins the round, turn to **126**.

28

Roll one six-sided die.

If the score is 1 or 2 turn to **81**.
If the score is 3 or 4 turn to **113**.
If the score is 5 or 6 turn to **18**.

29

You wait for a few seconds, then move quietly behind another bench.

FF: Test your Luck; D&D: roll your Dexterity or less on a d20.

If successful, go to **184**.
If unsuccessful, go to **152**.

30

No more slime emerges – you have finally defeated the Clone Slime. You take a lantern from one of the benches

and throw it into the tank for good measure. Now to get that wizard!

You run down the tunnel after Galthazzeth; turn to **167**.

31

The wizard sees you the instant before you throw your weapon, and makes a pass with one hand. The air in front of him becomes solid, like ice, and your weapon bounces harmlessly off.

Turn to **105**.

32

You hit the door with your shoulder. It doesn't open, but one of its planks whips round and hits you back! *FF:* Lose 2 STAMINA points; *D&D:* Lose 2 Hit Points. The door is an Imitator, able to take any form it chooses. It flows into a roughly humanoid shape and attacks you.

IMITATOR *FF:* SKILL 9 STAMINA 8
D&D: AC 5, HD 2, HP 9, Damage 1–3

If you win, turn to **121**.

33

Amongst the rubbish, you find a beautiful amulet of gold, set with amethyst.

If you pick it up, turn to **131**.

If you leave it alone, turn to **11**.

34

'Pah!' spits the Ghost. *'Just because I'm dead doesn't mean I'm completely stupid! Do you really expect me to believe that?'* What will you do now?

Attack the Ghost? Turn to **9**.

Run away? Turn to **170**.

Or you can go back to **147** and choose another story.

35

The staircase leads up to a small, empty chamber. There is a door in the north wall, and a passage leads in from the east.

If you go down the passage, turn to **99**.

If you open the door, turn to **168**.

36

As you come round the corner, you see someone crouching in front of a door a few yards ahead. He seems to be picking the lock, and it looks like he didn't hear you coming.

If you attack him, turn to **143**.

If you speak to him, turn to **132**.

If you keep quiet and watch, turn to **124**.

37

The whip drops to the floor as the Goblin Shaman dies. A swift search of the body yields a few objects of interest – 7 gold pieces, a small leather flask and a scroll. The flask contains a blue, fizzing liquid which smells vaguely of fish – there is enough for two draughts. If you drink from the flask during the course of the adventure, make a note of your place and turn to **177** to find out what it does. The scroll, to your surprise, seems to be written in a human tongue – it carries the instructions for a spell called 'Firestorm'. The two gems in the statue's eyes can now be prised free – they are worth 25 gold pieces each. What will you do now?

Look in the Shaman's room? Turn to **78**.

Or you can go back to the crossroads at **112** and try another direction.

38

As the smoke and dust clear, you can see that the spell has worked. Everywhere there is wrecked equipment and dead or dying Antmen. A few Zombies still shuffle about, ignoring the devastation. You climb shakily to your feet – you were never trained in magic and the spell has left you mentally exhausted. *FF:* Lose 2 STAMINA points, but gain 1 LUCK point for casting the spell successfully; *D&D:* Lose 1 Hit Point. Galthazzeth clambers from the ruins of a workbench, glowering at you. He raises one hand to cast a spell.

If you have a spear or dagger, turn to **148**.

If not, turn to **187**.

39

The small crowd of Antmen parts slightly, and four Zombies come lumbering towards you. Do you have any object inscribed with a G-rune?

If you have, turn to **130**.

If not, turn to **185**.

40

You twist to one side, and the bolt of fire just misses you. You can smell your armour scorching as it grazes our shoulder, but you are unharmed. You leap upon the Goblin Shaman before it can cast another spell.

GOBLIN SHAMAN *FF:* SKILL 6 STAMINA 6
D&D: AC 6, HD 1, HP 8, Damage 1–4

If the Goblin Shaman wins two consecutive rounds of combat without your striking a blow, turn to **88**.

If you win, turn to **16**.

41

Amongst the debris are the remains of several bodies. You manage to find a total of 20 gold pieces. Leave the room, go back to **42** and choose another route.

42

You head east to the corner, and turn north. After a few yards a passage leads off to the east; the northern passage ends in a door after a few yards.

If you head cast along the side-passage, turn to **165**.

If you carry on north, turn to **52**.

Or you can go back to **103** and choose another way.

43

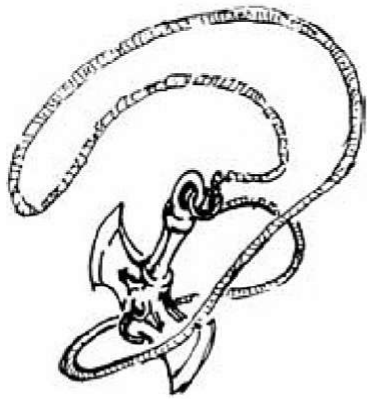
GOBLIN *FF:* SKILL 6 STAMINA 6
D&D: AC 7, HD 1, HP 5, Damage 1–3

If you defeat the Goblin, you are able to proceed into the mine. A quick search turns up a spear, a dagger, and a bronze medallion bearing a G-rune. You see with revulsion that the snack you interrupted consists of part of a human arm. You enter the mine.

Turn to **112**.

44

Shaking with mental effort, you try to follow the words on the scroll. A strange power begins to well up inside you, but you trip up over a complex set of words and symbols – after all you were not trained as a wizard. The power turns inward, and seems to explode inside your brain. You have lost the spell; roll one six-sided die to find how much STAMINA *(FF)* or Hit Points *(D&D)* you have lost. If you are still alive, turn to **6**.



45

You are not quick enough to avoid the energy-bolt. Roll one six-sided die to find how many STAMINA points *(FF)* or Hit Points *(D&D)* you lose. If you are still alive, turn to **4** and continue the combat.

46

You just manage to dodge the mandibles of an immense Giant Beetle. It may have missed you this time, but it's certainly going to have another try.

GIANT BEETLE — *FF:* SKILL 9, STAMINA 16; *D&D:* AC 3, HD 2, HP 14, Damage 2–7

If you defeat the Beetle, turn to **61**.

47

The door opens onto a passage heading south-west.

If you do down the passage, turn to **108**.

If you press on northwards, turn to **83**.

48

You look closely at the brazier, but you can't see anything unusual.

If you carry on prising the gems free, turn to **109**.

If you decide to leave them alone, go back to the crossroads at **112** and choose another way.

49

You burst through the door into a small room occupied by two Goblins. They move to attack you with shrill barking cries.

GOBLIN 1 — *FF:* SKILL 5, STAMINA 6

GOBLIN 2 — *FF:* SKILL 5, STAMINA 5; *D&D:* AC 6, HD 1, HP 6, 5, Damage 1–3

Each goblin will have a separate attack on you in each combat round, but you must choose which of the two you will attack. Attack your chosen goblin as in a normal battle. Throw for your attack against the other goblin as well; if you beat him the Goblin is not wounded, but you have avoided its attack. Of course, if it hits you, it will have wounded you in the normal way.

If you win, turn to **118**.

50

You hit the icy water with a shock, and start to swim to the other side. You have barely swum a couple of strokes when something rises from the water in front of you – a monstrous crossbreed with a human face, the body of an Octopus and two tentacles, each gripping a weapon! You must fight the thing, but you must reduce your chance of hitting by 2 points-you are not used to fighting while treading water.

MAN-OCTOPUS — *FF:* SKILL 6, STAMINA 7; *D&D:* AC 7, HD 2, HP 6, Damage 1–3

If you win, you can reach the other side of the gorge and follow Galthazzeth down the tunnel – turn to **114**.

51

You find nothing of interest or value.

Go back to **8** and make another choice.

52

The passage continues for a short while, before ending in a door.

Do you want to open the door? Turn to **32**.

Listen at the door before you open it? Go to **63**.

Or you can go back to **42** and choose another option.

53

You warily try the door. It isn't locked – the bandit must have succeeded in picking it. As you push open the door, a pair of huge chitinous mandibles shoots out at you!

FF: Roll two dice. If the result is less than or equal to your SKILL score, turn to **46**.

D&D: Roll a d20. If it's less than or equal to your Dexterity score, go to **46**.

If you fail to make either roll, go to **164**.

54

It seems to be the trigger point for some kind of mechanism, but despite fiddling with it for some time you can't make it do anything.

Leave the room by heading north to **20**.

Or east and returning to the crossroads at **112**.

55

You shout a war-cry and leap up spectacularly from your hiding place, hoping to make the most of the element of surprise.

FF: Roll two dice; if the result is less than or equal to your SKILL score, turn to **86**.

D&D: Roll your Dexterity or less on a d20 to go to **86**.

If you fail either roll, go to **195** instead.

56

The spell is too strong for you! *FF:* Roll one die; if the score is 1–4 lose 1 SKILL point; if it is 5 or 6, lose 2 SKILL Points! *D&D:* Roll a d6; on a 1–4 lose 1 Hit Point; on a 5 or 6 lose 2 *Hit Points*!

Turn to **4** to continue the combat.

57

You shudder as you gaze at the racks of whips and knives, your mind luridly imagining the obscene sacrifices for which they must have been used. Suddenly, before your amazed eyes, a whip from one of the racks rises up into the air and begins to strike at you!

WHIP — *FF:* SKILL 9, STAMINA –; *D&D:* AC 3, HD 2, HP –, Damage 2–5 (hits on it do no damage)

Resolve one round of combat, then go straight to **145**.

58

You look closely at the brazier, and notice with a shudder that at least some of the ashes are of burnt human bones!

FF: Roll your SKILL or less on two dice to go to **157**.

D&D: Roll your Dexterity or less on a d20 to go to **157**.

If you fail to make either roll, go instead to **186**.

59

You stretch your reflexes to the limit to beat the wizard to the first blow. As your sword strikes home, a bolt of blue energy boils harmlessly into the air – he has lost the spell he was trying to cast!

Turn to **4**, deducting *FF: 2* points from Galthazzeth's STAMINA; *D&D:* 3 from Galthazzeth's Hit Points.

60

You leap out onto the bridge and charge headlong towards the wizard. He croaks in fear, and limps off down a tunnel on the other side. The ropes of the bridge creak and groan as you tear across, but you make it safely to the other side!

Turn to **114**.

61

The monstrous Beetle finally collapses! You catch your breath, clean the vile thing's green blood from your sword, and quickly search the room. *FF: Test your Luck; D&D* Save as if versus Poison.

If you make the roll, go straight to **41**.
If not, go instead to **24**.

62

What will you do?
Listen at the door? Turn to **180**.
Open the door? Turn to **106**.
Go back and try the side-passage? Turn to **198**.
Go back to the crossroads and try another way? Turn to **112**.

63

You put your car to the door to listen, and you are taken completely by surprise when one of the planks of the door whips round and hits you. *FF:* Lose 2 STAMINA points; Mb: Lose 1 Hit Point. The 'door' lurches forward, and flows into a roughly humanoid shape to attack you – it is an Imitator, a cunning shape changing monster.

IMITATOR *FF:* SKILL 9 STAMINA 8
D&D: AC 5, HD 2, HP 9, Damage 1–3

If you win, turn to **121**.

64

You hear muffled shuffling and scrabbling noises.
Go back to **124** and choose again.

65

The goblins have small change worth 3 gold pieces between them. Each of them is wearing an iron pendant which bears a double-axe symbol, and one has a pair of bone dice.
If you search the room, turn to **181**.
If you go through the north door, turn to **20**.
Or you can go back to the crossroads at **112** and choose another way.

66

You prop the body against the door and push. The door swings open, but before the body can fall to the floor. It is seized by a huge Giant Beetle and dragged into the room.
It you go into the room and attack the beetle, turn to **26**.
Alternatively, go back to **42** and pick another route.

67

The Ghost howls in pain as your magic sword wounds it. *FF:* Reduce its STAMINA score by 2 points; *D&D:* Lower its Hit Points by 2.
'No!' it screams. *'Stop!'*
If you stop, turn to **172**.
If you press your attack, turn to **192**.

68

You follow the map through a winding labyrinth of passages and small caverns. The maze is very complex, and despite the map you find yourself in a dead end. You groan as you realise that you must have taken a wrong turning somewhere-and now you're lost!
FF: Test your Luck: D&D: Save as if versus Poison.
If you make it, turn to **193**.
If you are unlucky, return to the top of this entry.
If your LUCK is 2 or less (*FF*), or if you don't make your saving throw four times *(D&D)*, turn to **160**

69

You enter the tunnel cautiously, but a shuffling behind you warns you that you have been spotted. You turn to see a Goblin with a spear charging you – it must have been hiding outside when you came in.
Turn to **43**.

70

The passage opens out into a huge rocky chamber, littered with rubble, a broken wooden cart, and other debris. A brief search turns up nothing of interest. There is a door in the north wall.
If you leave through the north door, turn to **103**.
Or you can go back to the crossroads at **112** and try another direction.

71

You press one of the Goblins' pendants into the hollow. The double-axe symbol glows briefly, and then a section of the wall wings open!
Turn to **125**.

72

After a little way, the passage widens into a room. There is a door in the far wall, but it is guarded by an Antman warrior.
FF: Roll two dice; if the result is less than or equal to your SKILL score, go to **25**.
D&D: Roll your Dexterity or under to go to **25**.
If you don't make either roll, turn to **97**.

73

A bolt of fire erupts from the Goblin's fingertips and streaks across the room at you!
FF: Test your Luck; D&D: roll your Dexterity or less on a d20.
If successful, go to **40**.
If unsuccessful, go to **169**.

74

The maze is very complex, twisting and turning all over the place. Without a map you soon become hopelessly lost.
FF: Test your Luck: D&D: Save as if versus Poison.
If you are successful, turn to **193**.
If you are not, go to the start of this

entry again.
If your LUCK reaches 2 *(FF)*, or if you fail your saving throw four times *(D&D)* you must turn to **160**.

75

Roll a six-sided dice.
If the result is 1 or 6, the door flies open with a crash – go to **19**.
If your score anything else, the door stays firmly shut and you bruise your shoulder – lose 1 STAMINA point (*FF*) or 1 *Hit Point* (*D&D*). You can try to open the door again, by returning to the start of this entry; continue up the corridor by turning to **198**; or go back to the crossroads at **112**.

76

You realise that you are heavily outnumbered, and you stake your life on a desperate gamble. If you can get close enough to Galthazzeth without being noticed, you might be able to kill him and get away in the resulting confusion. You duck behind a pile of crates, hardly daring to breathe. After a few seconds you go from the crates to a bench in a crouching run.
FF: Test your Luck; D&D: Roll your Dexterity or less on a d20.
If you are successful, turn to **29**.
If you are not, turn to **152**.

77

The door opens onto a short passage, from which a spiral staircase leads upwards.
To go up the staircase, turn to **35**.
Or you can go back to **182** and choose another option.

78

This small room is littered with gnawed bones – at least some of which are human – and various other pieces of foul-smelling rubbish. There is nothing of interest here – go back to the crossroads at **112** and choose another way.

79

While you were fighting, two more disgusting Slime Figures have emerged from the tank. Reduce the Clone Slime's STAMINA by 10 (*FF*); Hit Points by 8 (*D&D*). You must fight both figures at once, as you did the last pair.

SLIME FIGURE 1 — *FF:* SKILL 3 STAMINA 5

SLIME FIGURE 2 — *FF:* SKILL 3 STAMINA 5

D&D: AC 9, HD 1, HP 5, 5, Damage 1–2

If you defeat them, turn to **175**

80

Finally the Ghost breaks down into a mist and dissipates. You carry on down the passage.

Turn to **199**.

81

A bolt of blue energy screams from the wizard's fingertips, and you throw yourself to one side.

FF: Roll two dice. If the result is equal to your SKILL score or less, turn to **139**.

D&D: Roll a d20. If it is equal or less than your Dexterity, go to **139**.

If not, turn to **45**.

82

You hit one of the Galthazzeths, and it vanishes-the real one must be somewhere else. You lose *FF:* 2 STAMINA points; *D&D:* 1 Hit Point, as the others hit you. If there is only one Galthazzeth left, turn to **4** and continue the combat. If there is more than one Galthazzeth left, turn to **129** and continue the combat.

83

You follow the passage for a long way. After a while, it begins to slope upwards. Finally it turns to the west, and as you turn the corner you see a pale, glowing figure hovering in the passage. It begins to float towards you.

If you attack, turn to **9**.

If you run away, turn to **170** and make another choice.

If you just slay still, turn to **147**.

84

As yon approach the statue, you see that its eves are made of rubies which glint invitingly in the half-light.

If you try to take the gems, turn to **3**.

If you examine the brazier, turn to **58**.

Or you can leave and go back to the crossroads at **112**.

85

The first Goblin attacks you.

GOBLIN — *FF:* SKILL 6 STAMINA 5

D&D: AC 7, HD 1, HP 5, Damage 1–4

After the first combat round, the other Goblins will have armed themselves, but since you are standing in the doorway they will only be able to attack you one at a time.

GOBLIN 2 — *FF:* SKILL 5 STAMINA 6

GOBLIN 3 — *FF:* SKILL 5 STAMINA 5

D&D: AC 7, HD 1, HP 6, 5, Damage 1–3 each

If you kill all three goblins, turn to **155**.

86

Galthazzeth's hand moves even more swiftly than your sword, and your blow glances off an invisible wall of force, leaving the wizard unharmed.

Turn to **105**.

87

'Liar!' moans the Ghost. *'The fiend employs no human servants!'* What will you do now?

Attack the Ghost? Turn to **9**.

Run away? Turn to **170**.

Or you can go back to **147** and try another story.

88

The Goblin Shaman dodges away from your sword for a few seconds – enough to cast a spell. A bolt of fire streaks towards you.

FF: Test your Luck: D&D: roll a d20 against Your Dexterity.

If you are *lucky* or make the roll, turn to **40**.

If you are *unlucky*, turn to **169**.

89

You look carefully at the brazier, but you can see nothing unusual about it.

If you decide to prise the gems free from the statue, turn to **109**.

If you decide to leave them alone, go back to the crossroads at **112** and choose another way.

90

For a brief instant, you see four identical Galthazzeths before you! Then the stones on your amulet glow purple, and as the purple light strikes them, three of the wizards vanish, leaving only one – the real one. Go back to **4** and continue the combat, but note that Galthazzeth will not use this spell again.

91

The door opens onto a large rocky chamber, littered with rubble, a broken cart, and other debris. A brief search turns up nothing of interest. There is an opening in the west wall, leading to a passage west.

If you follow the passage west, turn to **112**.

If you leave through the north door and head cast, turn to **42**.

If you (cave through the north door and head west, turn to **170**.

If you go back into the passage and try the door on the other side, turn to **8**.

92

Haste makes your throw go wild, and you can only dodge aside as a bolt of blue energy screams towards you.

FF: Test your Luck: D&D: roll a d20 against your Dexterity.

If you are lucky and make the roll, turn to **139**.

It you are unlucky, turn to **45**.

93

You try to retrace your route.

FF: roll 2 dice; it the result is less than or equal to your SKILL score, go to **200**.

D&D: Roll a d20; if the result is less than or equal to your Intelligence, go to **200**.

If you do not make either roll, turn to **153**.

94

The first Goblin engages you while the other two hastily arm themselves with a couple of long and very nasty looking daggers.

GOBLIN 1 — *FF:* SKILL 5 STAMINA 5

D&D: AC7, HD 1, HP 5, Damage 1–3

After one round of combat, the others will be able to attack you too.

GOBLIN 2 — *FF:* SKILL 5 STAMINA 5

GOBLIN 3 — *FF:* SKILL 5 STAMINA 4

D&D: AC 7, HD 1, HP 5, 4, Damage 1–3 each

FF: Each Goblin has one attack against you in each combat round. You must choose which one you are going to fight. Roll for your Attack Strength against the others in the normal way,

but when yours is higher they are not wounded – you have just evaded their blows for this round. When a Goblin's Attack Strength is higher than yours, of course, you are wounded as normal.

If you win, go to **155**.

95

You search the room thoroughly, but find nothing beyond an awful lot of dust and insects. You may either leave via the door in the north wall (**20**), or via the cast wall (return to **112**).

96

The chest contains 12 gold pieces, a filthy, foul-smelling package of sacking, and a potion in a small vial.

FF: The bottle holds a *Potion of Fortune*, holding two doses. *D&D:* The bottle holds two doses of a *Potion of Healing*.

If you wish to open the package go to **176**.

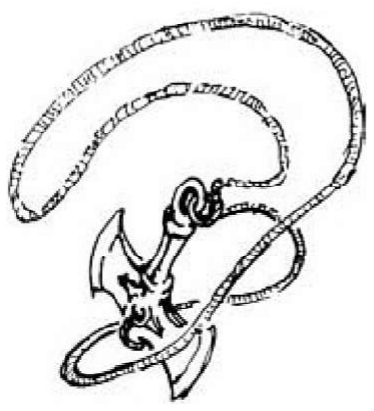
If not, return to **155**.

97

The Antman has seen you, and it whips its abdomen to fire a spray of acid at you.

FF: Calculate Attack Strengths as usual – if your Attack Strength is higher, the Amman is not wounded, but you have managed to avoid the acid spray. If the Antman's Attack Strength is higher, the acid spray has hit you. *Test your Luck.* If you are lucky, the spray has not hit your eyes, but you must still lose 1 Point of STAMINA. If you are unlucky, the spray has hit your eyes – you lose 2 points of SKILL and 2 points of STAMINA. Once you have resolved this attack, you can close with the Antman and carry on with the fight as normal.

D&D: Treat the Antman's spray as a missile weapon attack, delivered as if by a 2 HD monster. If you are hit by the acid spray, make a saving throw against Breath Weapon. If you fail the saving throw, sonic of the acid has hit your eves: you lose 2 Hit Points and attack at –1 (this will be cured, along with your *Hit Point* loss, the next time you drink a *Potion of Healing*). If you make the saving throw, you still lose 2 Hit Points from acid burns. Once you have resolved this attack, you can close with the Antman and carry on with the fight as normal.



ANTMAN 1 *FF:* SKILL 6 STAMINA 8
D&D: AC 6, HD 1, HP 7, Damage 1–4

If you win, go to **62**.

98

You jump up from your hiding-place and throw your weapon at Galthazzeth.

FF: Roll two dice. If the result is equal to your SKILL score or less, go to **31**. If you fail, go instead to **116**.

D&D: Make an attack on Galthazzeth as normal. He is AC 9. If you hit him, go to **31**. If not, go to **116**.

99

The passage leads east for some way, then turns south. After several yards, there is a door in the west wall. You can see that the passage carries on for some way beyond, finally turning east.

If you follow the passage south and east, go to **183**.

If you open the door, go to **47**.

Or you can retrace your steps and go north – go to **83**.

100

You hear nothing. Go back to **182** and make another choice.

101

You try to prise the two rubies from the statue's head. Roll one six-sided die.

If the result is 1–3, go to **137**.

If the result is 4-6, go to **189**.

102

You go to take the stone, but before you reach the centre of the chamber you are alerted by a dragging sound behind you. You turn, sword in hand, to face Galthazzeth's last guardian – and behold a truly sickening sight. The body of a giant slug, fully six feet thick and fifteen long, bears on the front two blubbery. distorted faces, only just recognisable as human. Beneath each face is a thrashing, spike-tipped tentacle, which lashes out at you.

SLITHERING HORROR *FF:* SKILL 10 (each tentacle) STAMINA 14

Each tentacle/head combination will have a separate attack on you in each combat round, but you may only attack the thing once. Roll for two Attack Strengths, just as if you were fighting two creatures at once, but remember that if your second Attack Strength is higher than the monster's second Attack Strength, you have merely evaded its second attack, and not wounded it a second time. It can, of course, wound you twice in a round if both its Attack Strengths are higher than yours.

D&D: AC 8. HD 3, HP 15, Damage 1–6/1–6 (2 attacks)

If you win, go to **149**.

103

You are in an east–west passage.

If you go east, go to **183**.

If you go west, go to **170**.

Or you can retrace your steps to the crossroads at **112**.

104

You dive to one side as the brazier erupts in a gout of flame. Roll one six-sided die and halve the result, rounding fractions up – this is the number of *FF:* STAMINA points/*D&D: Hit Point*s that you lose.

Go to **138**.

105

Before you can launch another attack, the wizard vanishes, reappearing at the other side of the chamber. The Antmen and Zombies surround you as you back against the wall. You are heavily outnumbered, and your position looks desperate.

Roll two six-sided dice. If the result is 5 or less, go to **179**.

If the result is 6 or more, go to **39**.

106

The door opens onto a room occupied by a couple of Antmen warriors. They were alerted by the sound of your recent fight, and as you open the door they fire two jets of acid at you.

FF: Calculate Attack Strengths as normal: if your Attack Strength is higher, the Antmen are not wounded, but you have evaded the acid spray. If either of the Antmen rolls a higher Attack Strength than you, you have been hit by a jet of acid. *Test your Luck.* If you are *lucky*, you lose 1 STAMINA point. If you are unlucky, some of the acid has gone in your eyes – lost 2 SKILL points and 2 STAMINA points. Once you have resolved the acid attack, you can close with the Antmen and fight them normally, one at a time.

D&D: Treat the Antmens' spray as a single missile attack by a 2HD monster. If you are hit by the spray, make a saving throw against breath weapon. If you fail the saving throw, some of the acid goes in your eyes – you lose 2 Hit Points and attack at –2 (this will be cured, along with any *Hit Point* loss, the next time you drink a *Potion of Healing*). If you make the saving throw, you still lose 2 *Hit Point*s from acid burns. Once you have resolved the acid attack, you can close with the Antmen and fight them normally, one at a time.

ANTMAN 1 *FF:* SKILL 6

STAMINA 7

ANTMAN 2 *FF:* SKILL 6
STAMINA 8
D&D: AC 7, HD 1,
HP 8, 7, Damage 1–4

If you win, go to **182**.

107

You are a fraction too slow – a bolt of blue energy comes screaming at you when you are just a few feet away from the mage!

FF: Roll two dice. If the result is less than or equal to your SKILL score, turn to **139**; if not go instead to **45**.

D&D: Roll a d20. If you score less than or equal to your Dexterity, go to **139**; if not, turn to **45** instead.

108

You walk down the passage for a little way before it opens out into a north–south passage.

If you go north along the new passage, turn to **72**.

If you go south along this new passage, turn to **12**.

Or you can retrace your steps and head north along the other passage – turn to **83**.

109

Nothing more happens – the flame must have been a one-shot trap. You prise the stones free with little trouble – they are worth 25 gold pieces each. A quick search convinces you that there is nothing more to be seen here.

Go back to the crossroads at **112** and choose another way.

110

You wander through the maze, trying to keep track of where you are. *FF: Test your Luck; D&D:* Roll a d20 against your Intelligence.

If you make the roll, turn to **193**.

If you are *unlucky*, turn to **74**.

111

As you come round the corner, a man leaps out at you. He must have heard you coming. You have no option but to fight him.

BANDIT *FF:* SKILL 6
STAMINA 7
D&D: AC 5, HD 1,
HP 7, Damage 1–6

If you win, turn to **162**.

112

You arrive at a crossroads. The southern passage leads out of the caves, but you have not yet completed your quest and you remember the sinister warning you had from the Guild

If you go north, turn to **14**.

If you go east, turn to **70**.

If you go west, turn to **166**.

113

Galthazzeth makes a gesture with one hand, and a sickly green glow surrounds your head. You grit your teeth and fight with all your willpower as the spell tries to sap your strength.

FF: Roll two dice. If the result is equal to your SKILL score or less, turn to **190**.

D&D: Make a save versus Magic Wand. If you succeed, go to **190**.

If you fail either of these rolls, turn to **56**.

114

The wizard is not far down the tunnel when you catch up with him. In his present state, badly wounded and too exhausted to cast spells, he is no match for you, and you kill him easily. *(FF:* Add 2 LUCK points for finally slaying the mad mage.) Searching his body, you find a scroll, a dagger, and a flask containing one draught of *(FF) Potion of Skill/(D&D) Potion of Healing*.

If you read the scroll, turn to **188**.

If not, turn to **22**.

115

You hear two voices, talking in the barking, snarling tongue of Goblins.

If you open the door, turn to **49**.

Alternatively, you can go back to the crossroads at **112** and try another way.

116

Your throw misses, but Galthazzeth and his minions are now alerted to your presence.

Turn to **105**.

117

Make a note of anything you pick up on your record sheet. You can only carry one spear. You may be able to throw a spear or dagger at an opponent before closing for hand-to-hand combat; the text will tell you when you can do this. You may also rest and eat a portion of your provisions here, if you wish.

Turn to **155**.

118

What will you do next?

Search the bodies? Turn to **65**.

Search the room? Turn to **181**.

Go through the door? Turn to **20**.

Or you can go back to the crossroads at **112** and choose another route.

119

You are too heavily outnumbered for a straight fight; you need some way to even the odds. You duck behind a pile of crates, and take the scroll out of your pack. You are no wizard, and the writing on the scroll is complicated, but you start to read it. You hope that the spell will work.

Roll two six-sided dice.

It the result is 7 or less, turn to **150**

If the result is 8 or more, turn to **44**.

120

The ropes of the bridge are beginning to give – you may just be able to get across before the whole thing collapses.

FF: Roll two dice. If the result is equal to your SKILL score or less, turn to **60**.

D&D: Roll a d20. It the score is less than or equal to your Dexterity go to **60**.

If you fail either roll, turn to **178**.

121

Having killed the Imitator, you can see that the passage stretches further northwards into the distance. As you walk along the passage, you can see that it widens out at the end, and there is a glimmer of light beyond.

Turn to **146**.

122

Even though you have seen through its illusion, the Scitalis is a dangerous opponent. If it scores a hit on you, it will wrap a coil around you and crush for *(FF)* 2 STAMINA points of damage/ *(D&D)* 1–3 damage. If you win the following round, you have escaped from the coils, but not wounded the snake. If the snake wins the round, it will constrict again for 2 STAMINA points 1–3 Hit Points. You can only wound the Scitalis by winning a combat round when you are free of its coils.

SCITALIS *FF:* SKILL 8
STAMINA 10
D&D: AC 4, HD 2,
HP 14, Damage 1–3
(see above)

If you win, turn to **5**.

123

You follow the passage a little way before coming to a door. You listen at the door, but here nothing, and open the door cautiously. It opens onto another north–south passage.

If you head north along this new pas

sage, turn to **83**.
If you head south along this new passage, turn to **171**.

124

The man is so intent on his work that he doesn't notice you. After a few seconds, he stands up and goes through the door, closing it behind him. An instant later, you hear sounds of fighting from behind the door, followed by a shattering scream and then silence. What is behind that door?
If you go to see what has happened, turn to **151**.
If you listen at the door, turn to **64**.
Or you can retrace your steps and go back to **42**.

125

You step through the door into a small room. The floor is littered with gnawed bones – some of them human. it seems – and outer foul-smelling rubbish. There is a door in the north wall. You take little interest in this, however, for seated on a crude bunk is a huge and very ugly Goblin clad in tattered ceremonial robes and chewing on what is visibly the remains of a human arm! It leaps to it s feet as you enter, barking a few words in the Goblin tongue.
FF: Roll two dice. If the result is equal to your SKILL score or less, turn to **197**.
D&D: Roll a d20. It you roll less than or equal to your Dexterity, turn to **197**.
If you don't make either roll, turn to **73**.

126

Your sword misses the glowing spectral figure, but surprisingly it makes no move to attack you.
'Stop!' it moans.
If you halt your attack, turn to **172**.
If you strike again, turn to **192**.

127

You follow the map through a labyrinth of passages and caverns. As you twist and turn through the maze, you realise that you would quickly have become lost without the map.
Turn to **193**.

128

You are taken completely by surprise as the brazier erupts in a gout of flame. Roll one six-sided die to see how many STAMINA points/Hit Points you lose.
If you are still alive, turn to **138**.

129

Suddenly, there are four Galthazzeths standing before you.
FF: Resolve one round of combat, as if you were fighting a single opponent with a SKILL score of 10. If you lose, lose 2 STAMINA points and start another round. If you win, *Test your Luck.*
If you are *lucky*, turn to **159**.
If you are *unlucky*, turn to **82**.
D&D: In the next round you are attacked by four Galthazzeths, each with identical characteristics. As soon as you score a hit on one, roll a d4.
On a 1, turn to **159**; otherwise go to **82**.

130

You prepare to sell your life dearly as the Zombies shamble forward. Suddenly, they stop in their tracks, wheel round and lurch away from you, pushing through the chittering crowd of Antmen.
Turn to **179**.

131

Make a note of it on your *Adventure Sheet*.
Go back to 8 and make another choice.

132

As you call to him, the man spins round, whipping out a dagger and throwing it at you in one smooth motion.
FF: His attack strength is 13; generate an attack strength for yourself. If your attack strength is higher, you dodge the dagger successfully, but you do not wound the man. If his attack strength is higher, the dagger hits you and you lose 2 STAMINA points.
D&D: The man throws a dagger at you, attacking as a 2HD opponent, for 1–4 damage if it hits. The man charges you with his sword drawn-you have no option but to fight him.

BANDIT — *FF:* SKILL 6 STAMINA 7
D&D: AC 5, HD 1, HP 7, Damage 1–6

If you win, turn to **162**.

133

Your weapon passes through the ghostly figure as if it were mist. The Ghost laughs in a moaning voice.
'I'm already dead,' it howls. *'How can you kill me? Put away your weapon.'*
If you do as it says, turn to **172**.
If you run away, go back to **170** and choose another direction.

134

You hear nothing.
Go back to **183** and make another choice.

135

You try to remember how you got here in the first place.
FF: Test your Luck; D&D: Roll a d20 against your Intelligence.
If you make the roll, turn to **200**.
If you are unlucky, return to the top of this entry.
If your LUCK is 2 or less (*FF*), or if you fail the roll four times, turn to **160**.

136

You are in a north–south corridor.
If you go north, turn to **198**.
If you go south, turn to **112**.

137

You manage to loosen one gem a little, but suddenly you are struck across the back-lose 2 STAMINA points (*FF*); 2 Hit Points (*D&D*).
You turn to see a whip, hovering in mid-air! It strikes at you .again.

WHIP — *FF:* SKILL 9 STAMINA –
D&D: AC 3, HD 2, HP –, Damage 2–5 (hits on it do no damage)

Resolve one round of combat, then turn to **17**.

138

At almost the same moment, the door flies open and into the room strides a huge and ugly Goblin clad in tattered ceremonial robes. This must be the Shaman who serves the temple as a priest. It raises one hand, and before your eyes a whip lifts itself off one of the racks and strikes at you.

WHIP — *FF:* SKILL 9 STAMINA –
D&D: AC 3, HD 2, HP –, Damage 2–5 (hits on it do no damage)

Resolve one round of combat, then turn to **145**.

139

You avoid the worst of the energy-bolt, but it grazes your shoulder as you dive away. Roll one six-sided die.
If the result is 1–4, lose 1 STAMINA point (*FF*)/1 Hit Point (*D&D*).
If the result is 5-6, lose 2 STAMINA points (*FF*)/2 Hit Points (*D&D*).
Turn to 4 and continue the combat.

140

The sight of the goblin's grisly delicacy fills you with nausea. For the next battle only, *FF:* reduce your SKILL score by one/*D&D:* fight at –1.

Turn back to **155** and choose again.

141

If you don't want to face the beetle, there's nothing for it but to go back to **42** and try another route.

142

There is more treasure here than you could ever carry, but a pocketful of gems will be enough to make you rich when you gel out of here. You reach forward to pick some up. Suddenly, the pile of treasure rears up and you find yourself wrapped in the coils of a brightly-coloured snake – lose 2 STAMINA points *(FF);* 2 Hit Points (*D&D*), as it squeezes you. This is the Scitalis or Treasure Snake, which lures prey with a magical illusion of treasure and you are its next victim!

SCITALIS *FF:* SKILL 8
STAMINA 10
D&D: AC 4. HD 2,
HP 14, Damage 1–3

If you win the first round and hit the snake, the snake is not wounded, but you have escaped front its coils. If you lose, you are still trapped and the snake constricts again for 2 STAMINA points/2 *Hit Points*. You cannot wound the snake unless you are free of its coils.

If you win, turn to **5**.

143

Your first attack hits automatically, but then the man wheels round and defends himself.

BANDIT *FF:* SKILL 6
STAMINA 5
D&D: AC 5. HD 1,
HP 7, Damage 1–6

If you win, turn to **162**.

144

You reach the chamber a second too late, and watch helplessly as the rope bridge crashes down into the water. Galthazzeth limps off down a tunnel, cackling gleefully. The gorge is too wide to jump – the only war across is to jump in, swim the river, and climb the other side. The water looks dark and uninviting, but you grit your teeth and prepare to jump.

Turn to **50**.

145

The Whip strikes al you again. If the roll indicates that you have hit it, you have not wounded the Whip – it has simply not hit you.

WHIP *FF:* SKILL 9
STAMINA –
D&D: AC 3, HD 2,
HP –, Damage 2–5
(hits on it do no damage)

Your only chance is to attack the Goblin Shaman.

GOBLIN SHAMAN *FF:* SKILL 6
STAMINA 6
D&D: AC 6, HD 1,
HP 8, Damage 1–4

While you are fighting the Goblin Shaman, the Whip will also attack you once per round.

If you win, turn to **37**.

146

The passage opens out into a small, unlit room. Your lantern throws multi-coloured reflections onto the walls and ceiling from a huge pile of gold and gems in the middle of the room.

If you have an amethyst amulet, turn to **23**.

If not, turn to **156**.

147

The Ghost hovers a few feet in front of you. If makes no move to attack.

'Why are you here?' it asks in a thin, moaning voice.

If you say that you have been sent by the Magicians' Guild to kill Galthazzeth, turn to **158**.

If you say that Galthazzeth hits sent you to check the security of this section, turn to **87**.

If you say that you are a travelling dagger salesman who wandered in out of the rain, turn to **34**.

148

You hurl your weapon, praying that it will hit him in time to disrupt his spell-casting.

FF: Roll two dice. If the result is equal to your SKILL score or less, turn to **13**.

D&D: Roll a d20. If you get less than or equal to your Dexterity score, go to **13**.

If you fail the roll, turn to **92** instead.

149

The last of Galthazzeth's abominations lies dead, oozing nasty silvery mucus onto the floor. You pick up the touchstone carefully, and a feeling of warmth and power spreads through you. *(FF:* Roll one die and add the result to your LUCK score). With the stone in your pack, you set off through the maze.

If you have a map, turn to **93**.

If not, turn to **135**.

150

Almost shaking with concentration, you read the words from the scroll. As you read, you feel it great power welling up inside you, until you feel as if you are going to explode. As you reach the last syllable, a great sheet of flame leaps from your hand, and rips through

the cavern laboratory with a deafening thunderclap!

Turn to **38**.

151

Through the door is a broad, low room, filled with rotting debris. In the midst of the debris is a Giant Beetle, chewing on the body of the man you saw. It makes no move to attack you, being preoccupied with its meal.

If you attack the Beetle, turn to **26**.

If you don't want to attack, turn to **141**.

152

You jump as a voice whispers in your ear. *'I can see you, adventurer!'* it says. You look round, but there is no-one near you. You are about to carry on when Galthazzeth suddenly appears a few feet in front of you. You stand up to attack him, but he vanishes again, and you find yourself surrounded by a chittering crowd of Antmen. Sword in hand, you back against the wall . . .

Roll two six-sided dice.

If the result is 5 or less, turn to **179**.

If the result is 6 or more, turn to **39**.

153

You follow the maze as best you can, but you must take a wrong turning somewhere, for you find yourself in a dead end.

FF: Test your Luck. If you are lucky go to **200**; otherwise go to **135**.

D&D: Make a roll against your Intelligence on a d20. If you make it, turn to **200**; if not, go to **135** instead.

154

You look closely at the brazier, and you notice with a shudder that al least some of the ashes are of human bones.

FF: Roll two dice. If the result is equal to your SKILL score or less, turn to **104**.

D&D: Roll a d20 against your Dexterity. If you succeed go to **104**.

If you fail either roll, turn to **128**.

155

Looking around the room, you see that a small chest lies partly hidden under a bench, and against one wall is a rack holding three spears and two swords.

If you examine the chest, turn to **96**.

If you pick up any of the spears, turn to **117**.

If you leave the room, turn to **136**.

156

You stand for a moment, dazzled by the sight of so much treasure. There are no other doors in the room, and no sign of the treasure's owner.

If you investigate the hoard, turn to **142**.

If you ignore it, go back to **42** and choose another way.

157

You dive to one side as the brazier erupts in a gout of flame. Roll one six-sided die and halve the result, rounding tractions up – this is the number of STAMINA points (*FF*)/Hit Points (*D&D*) you lose.

Turn to **89**.

158

'Then we are allies,' moans the Ghost, *'for Galthazzeth caused my death. If you kill him, my soul will he free to go to its rest. Now listen to what I tell you.'*

Turn to **173**.

159

Three of the Galthazzeths vanish – you must have hit the real one! (*FF:* Add 1 LUCK point).

Return to **4** and continue the combat – remembering to reduce his stats by the appropriate amount for his wound.

160

You wander, hopelessly lost, through the maze of caverns and passages, eventually to die a slow and painful death by starvation. You have failed in your mission.

161

The door opens onto an empty room, from which a passage leads southwards. You can see an opening in the east wall, a door in the east wall beyond the opening, and, at the very limit of your vision, a crossroads.

If you go to the crossroads, turn to **112**.

It you go through the opening in the cast wall, turn to **123**

If you try to open the door in the east wall, turn to **75**.

Or you can go back to **182** and choose another option.

162

The bandit lies dead at your feet. You search the body and discover that he has a sword, two daggers and enough food for two meals. What will you do now?

Open the door? Turn to **53**.

Push the bandit's body through the door first? Turn to **66**.

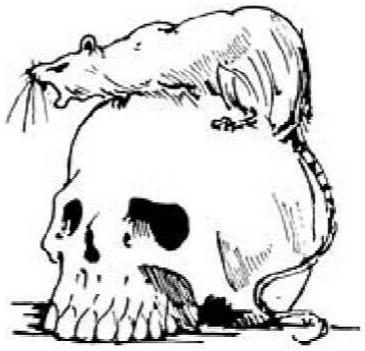
Or you can go back to **42** and choose another route.

163

You search the room carefully, and find a shallow, carved depression in one wall. Do you have a double-axe pendant?

If you have, turn to **71**.

If not, turn to **54**.



164

The jaws belong to a giant beetle – lose 2 STAMINA points (*FF*)/2 Hit Points (*D&D*) as they close round you and crush your ribs. The beetle lifts you off your feet, and its jaws continue to crush the life out of you. Roll for one round of combat:

GIANT BEETLE *FF:* SKILL 9
STAMINA 16
D&D: AC 3, HD 2,
HP 14, Damage 2–7

If you win the first round, the beetle is not wounded; you have merely escaped from its jaws. If the beetle wins the round, you are still trapped, and its jaws crush you for *another* 2 STAMINA points (*FF*)/another 2 Hit Points (*D&D*). You must get free from the beetle's jaws before you can attack it.

If you win, turn to **61**.

165

You head east along the passage, which turns north after a few yards.

FF: Test your Luck; if you are *lucky*, turn to **36**. If not, turn to **111**.

D&D: Roll a d20. If the score is less than or equal to your Dexterity, turn to **36**; if not, turn instead to **111**.

166

After a few yards, the passage ends in a door.

If you open the door, turn to **49**.

If you listen at the door, turn to **115**.

Or you can go back to the crossroads at **112** and try another way.

167

You follow the tunnel into a hug, torch-lit cavern. The chamber is divided in two by a shallow gorge, through which runs a dark, sluggish river. The gorge is spanned by a rope bridge, and as you enter you see Galthazzeth on the other side, sawing at the support ropes with his dagger.

FF: Test your Luck: If you are *lucky*, turn to **120**.

D&D: Make a roll against your Dexterity using a d20. If you succeed, turn to **120**.

If you fail either roll, turn to **144**.

168

You find yourself in a huge cavern, furnished with work-benches and arrays of strange apparatus. A number of Antmen are lending the apparatus – they are smaller and paler than those you have met before, and you guess that they must be workers rather than soldiers. As well as the Antmen there are human figures, dressed in rags and shuffling about the cavern fetching and carrying. As one approaches you see that it is a Zombie – perhaps one of the other adventurers the Magicians' Guild has sent here! There is another human form in the cave – a lean, robed man who goes from bench to bench, supervising the Antmen. This must by Galthazzeth.

If you have a scroll, turn to **119**.

If not, turn to **76**.

169

You try to dodge the bolt of fire, but you are too slow. Roll one six-sided die to see how many STAMINA points/Hit Points you lose. If you are still alive, you must attack the Goblin Shaman before it can cast another spell.

GOBLIN SHAMAN *FF:* SKILL 6
STAMINA 6
D&D: AC 6, HD l,
HP 8, Damage 1–4

If the Goblin Shaman wins two consecutive rounds of combat without, turn to **88**.

If you win, turn to **16**.

170

You head west along the passage. After a few paces it turns north, and you walk for a long way until you come to a door in the west wall.

If you open the door, turn to **47**.

If you ignore it and continue north, turn to **83**.

Alternatively you can retrace your steps and head east – turn to **183**.

171

You head south along the passage. After a little way, it turns east, and you can see door in either wall. The door in the south wall is closest to you. Beyond the doors, the passage turns north.

If you open the south door, turn to **91**.
If you open the north door, turn to **8**.
If you carry on round the corner, turn to **42**.

172

'Brave adventurer,' the Ghost moans, *'I can guess your mission here. It makes us allies, for Galthazzeth caused my death, and my soul cannot rest while he lives. Now listen to what I say . . .'*
Turn to **173**.

173

'Galthazzeth's power lies in a touchstone,' the Ghost continues. *'He keeps it at the heart of a maze, guarded by his most terrible creation. The Antmen call this monstrosity The Thing Too Horrible To Mention, but that's all I could find out before I was killed. You must go through the maze to find the touchstone – Galthazzeth must hate a map of the maze somewhere, but I don't know where. I wish you well, adventurer – may you succeed w here I failed.''*
The Ghost fades away before your eves. You thank the gods of chase that coo decided to listen to it. (*FF:* Add 1 LUCK point).
Turn to **199**.

174

You are beginning to wonder whether the wizard will ever die, when he drops to the floor with a groan. You raise your sword to strike the final blow, but he vanishes. You curse and look around the cavern, just in time to see him limping down a passage on the other side. You plunge after him, determined to finish him off.
Turn to **7**.

175

Is the Clone Slime still alive?
If it is, it produces two more slime figures – turn to **79** and fight them.
If not, turn to **30**.

176

The package contains a rotting and heavily chewed human lower leg, so small that it probably came from a child.
FF: Roll three dice. If the result is equal to your STAMINA score or less, turn to **155** and choose another option. If the result is greater than your current STAMINA score, turn to **140**.
D&D: Make a save versus Poison. If you make it go to **155**; if not, turn to **140**.

177

Roll two six-sided dice. The result is the number of STAMINA points (*FF*)/Hit Points (*D&D*) that the potion restores to you. Note that the potion cannot raise your score above its *Initial* level. Now turn back to where you were.

178

You leap onto the bridge and charge at the wizard. He scrambles to his feet and limps off down a tunnel. When you are about halfway across, the bridge gives way with a rending crash. You jump clear of the wreckage, into the water below.
Turn to **50**.

179

The Antmen click and chitter to each other for a few seconds. They are workers – unarmed, and smaller than the soldiers – and they are clearly unsure about taking you On, even though you are heavily outnumbered. While they are indecisive, you seize the initiative, and throw yourself on them with a war-cry. Perhaps you can cut your way out and make a run for it. Fight the massed Antmen as one creature.

WORKER ANTMEN — *FF:* SKILL 8 STAMINA 12
D&D: AC 6, HD 2, HP 12, Damage 1–4

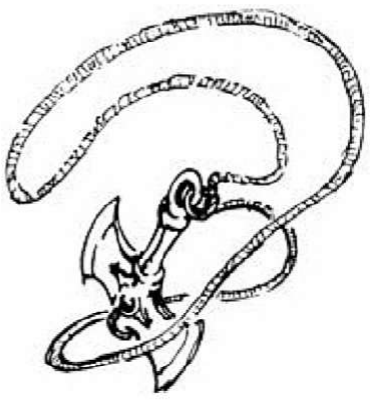
If you win, turn to **10**.

180

You hear a clicking, cluttering sound from beyond the door.
Go back to **62** and choose again.

181

The room is unfurnished, and featureless except for a door in the east wall, leading back to the crossroads, and a door in the north wall.
FF: Roll two dice. If the result is less than or equal to your SKILL, turn to **163**; if not, go instead to **95**.
D&D: Roll against your Wisdom on a d20. If you make it, go to **163**; if not turn to **95**.



182

This room is empty. The only feature is a door in the west wall, and another in the south wall.
If you listen at the west door, turn to **100**.
If you open the west door, turn to **77**.
If you search the dead Antmen, turn to **191**.
If you leave through the south door, turn to **161**.

183

After a few yards, you come to a door in the north wall of the passage. You can see that a little further on, the passage turns northwards.
If you listen at the door, turn to **134**.
If you open the door, turn to **8**.
If you carry on round the corner, turn to **42**.
Or you can retrace your steps to **170**.

184

You are now almost within reach of Galthazzeth.
If you have a spear or a dagger, turn to **98**.
If not, turn to **55**.

185

FF: Fight the Zombies two at a time. Each Zombie of the pair fighting you will have a separate attack on you in each combat round, but you must decide which of the two you will attack. Attack your chosen Zombie as in a normal battle. Throw for your Attack Strength against the other Zombie as normal. If your Attack Strength is higher, it is not wounded-you will simply have evaded its blow. Of course, if its Attack Strength is higher, it will have wounded you in the normal way. As soon as one Zombie is destroyed, another will step in to take its place, until all four are accounted for.
D&D: The Zombies attack in pairs, with another stepping as the previous one falls.

ZOMBIE 1 — *FF:* SKILL 6 STAMINA 7
ZOMBIE 2 — *FF:* SKILL 6 STAMINA 6
ZOMBIE 3 — *FF:* SKILL 6 STAMINA 6
ZOMBIE 4 — *FF:* SKILL 5 STAMINA 7
D&D: AC 8, HD 2, HP 8, 7, 6, 7, Damage 1–6 each

If you win, turn to **179**

186

You are taken completely by surprise as the brazier erupts in a gout of flame. Roll one die to find out how many STAMINA points (*FF*)/Hit Points (*D&D*) you lose. If you are still alive, turn to **89**.

187

You charge across the room at Galthazzeth, hoping to close with him before he can cast a spell.

FF: Roll two dice. If the result is equal to your SKILL score or less, turn to **59**. If not, turn to **107**.

D&D: Save versus Magic Wand. If you succeed go to **59**, otherwise turn to **107**.

188

The scroll is a map, showing the rooms and tunnels of Galthazzeth's lair – you recognise many of the places that you have visited. According to the map, this tunnel leads to a maze-like network of tunnels and chambers. A central chamber is marked with a red star. You quickly plot a route through the maze, and follow it toward the central chamber.

FF: Roll two dice. If the result is equal to your SKILL score or less, turn to **127**. If not, turn to **68**.

D&D: Save versus Intelligence using a d20. If you make it go to **127**; if not, go to **68** instead.

189

You manage to loosen one stone a little, when suddenly you are singed from behind by a jet of flame! Lose 2 STAMINA points/2 Hit Points. You turn away from the statue, to discover that the brazier has ignited itself.

Turn to **138**.

190

You manage to fight off the effects of the spell.

Turn to **4** and continue the combat.

191

Between them, the Antmen have three small gems worth 10 gold pieces each. Each has a shield, painted with an insect-head design, and apparently made from the carapace of some kind of Beetle. If you don't already have one a shield will give you extra protection (*FF:* add 1 SKILL point; *D&D:* add 1 to your Armour Class) but if you are carrying a shield you can't use a spear.

Decide what you will take, then go back to **182** and choose again.

192

You ignore the Ghost's words, and raise your sword to strike again.

'So be it, fool!' moans the Ghost. Now you must fight to the end.

GHOST — *FF:* SKILL 9, STAMINA 8

FF: Every time the Ghost hits you, roll one die. On a roll of one, the Ghost's chill touch robs you of one point of SKILL as well as the usual 2 STAMINA.

D&D: AC 4, HD 3, HP 8, Damage 1–4

D&D: Every time the Ghost hits you, make a save versus Poison or lose a further Hit Point.

If you win, turn to **80**.

193

Your heart lifts as you stumble into a large chamber lined with white marble. On a pillar in the middle of the chamber stands a clear, multi–faceted stone the size of your fist. It glows with a soft inner light, and instinct tells you that you have discovered the source of Galthazzeth's power. (*FF:* Add 2 LUCK points.)

Turn to **102**.

194

As you are about to approach the tunnel, you see a Goblin emerge, armed with a spear. You crouch behind a bush and watch as it looks round a clearing, and then settles on a rock and begins to cat something it takes out of a belt pouch.

You seize the advantage of surprise, and attack before it can pick up its spear! Your first attack will hit automatically – turn to **43**, and reduce the Goblin's STAMINA/Hit Points by 2 when you get there.

195

Haste makes your blow clumsy, and Galthazzeth side-steps your sword easily.

Turn to **105**.

196

While you have been busy with the crude tentacle, the Clone Slime has been working on something a little more complex. Two roughly humanoid figures rise to the surface of the tank, and step out to attack you. You must fight both figures at once.

FF: Each will have a separate attack on you in each combat round, but you must choose which of the two you will attack. Fight it as in a normal battle. Throw for your Attack Strength against the other as normal. If your Attack Strength is higher, it is not wounded – you will simply have evaded its blow. Of course, if its Attack Strength is higher, it will have wounded you in the normal way.

D&D: The two will attack together.

SLIME FIGURE 1 — *FF:* SKILL 3, STAMINA 5

SLIME FIGURE 2 — *FF:* SKILL 3, STAMINA 5

D&D: AC 9, HD 1, HP 5, 5, Damage 1

Reduce the Clone Slime's STAMINA or Hit Points by 10.

If you defeat the Slime Figures, turn to **79**.

197

You stride across the room, and manage to attack the Goblin Shaman before it can cast a spell at you.

GOBLIN SHAMAN — *FF:* SKILL 6, STAMINA 6

D&D: AC 6, HD 1, HP 8, Damage 1–4

If the Goblin Shaman wins two consecutive rounds of combat without your striking it, turn to **88**.

If you win, turn to **16**.

198

After a few yards, you come to a passage, running off to the north-east.

If you follow the side-passage, turn to **123**.

If you ignore it and press on northwards, turn to **72**.

199

The passage carries on westward, and opens out into a small, empty chamber. There is a door in the north wall, and a spiral staircase leads downwards from the middle of the chamber.

If you go down the stairs, turn to **15**.

If you open the door, turn to **168**.

200

At last you find your way out of the maze. The rest of the complex is quiet – Galthazzeth's surviving minions must have fled when you defeated him. After a long trek, you return to the Magicians' Guild with Galthazzeth's touchstone, and tell your story.

'So, the warrior has conquered where the wizard could not,' smiles the Guildmaster. *'Our thanks to you, adventurer – and the thanks of a land which will never know how it was saved!'*

You shrug and turn to leave. The old goat has certainly changed his tune since you saw him last. He can keep his thanks – you can't eat, drink or spend pretty words! Muttering a curse on all magicians under your breath, you walk away from the Guildhouse, towards whatever adventure Fate decides to throw at you next . . .

Adventure Sheet

SKILL
Initial
Skill -

STAMINA
Initial
Stamina -

LUCK
Initial
Luck -

EQUIPMENT AND TREASURE

POTIONS

PROVISIONS

ENCOUNTER BOXES

Skill -
Stamina -

Skill -
Stamina -

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